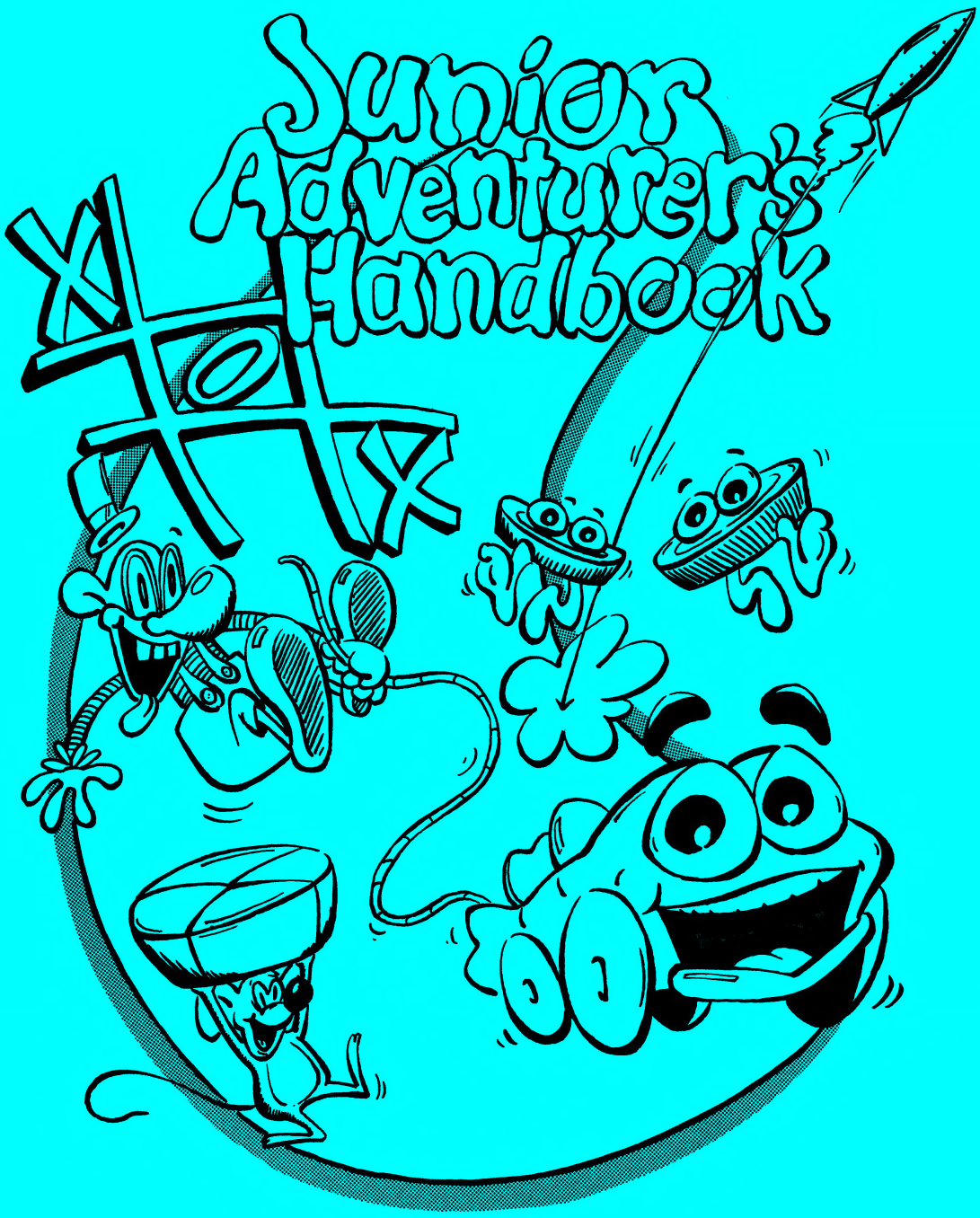
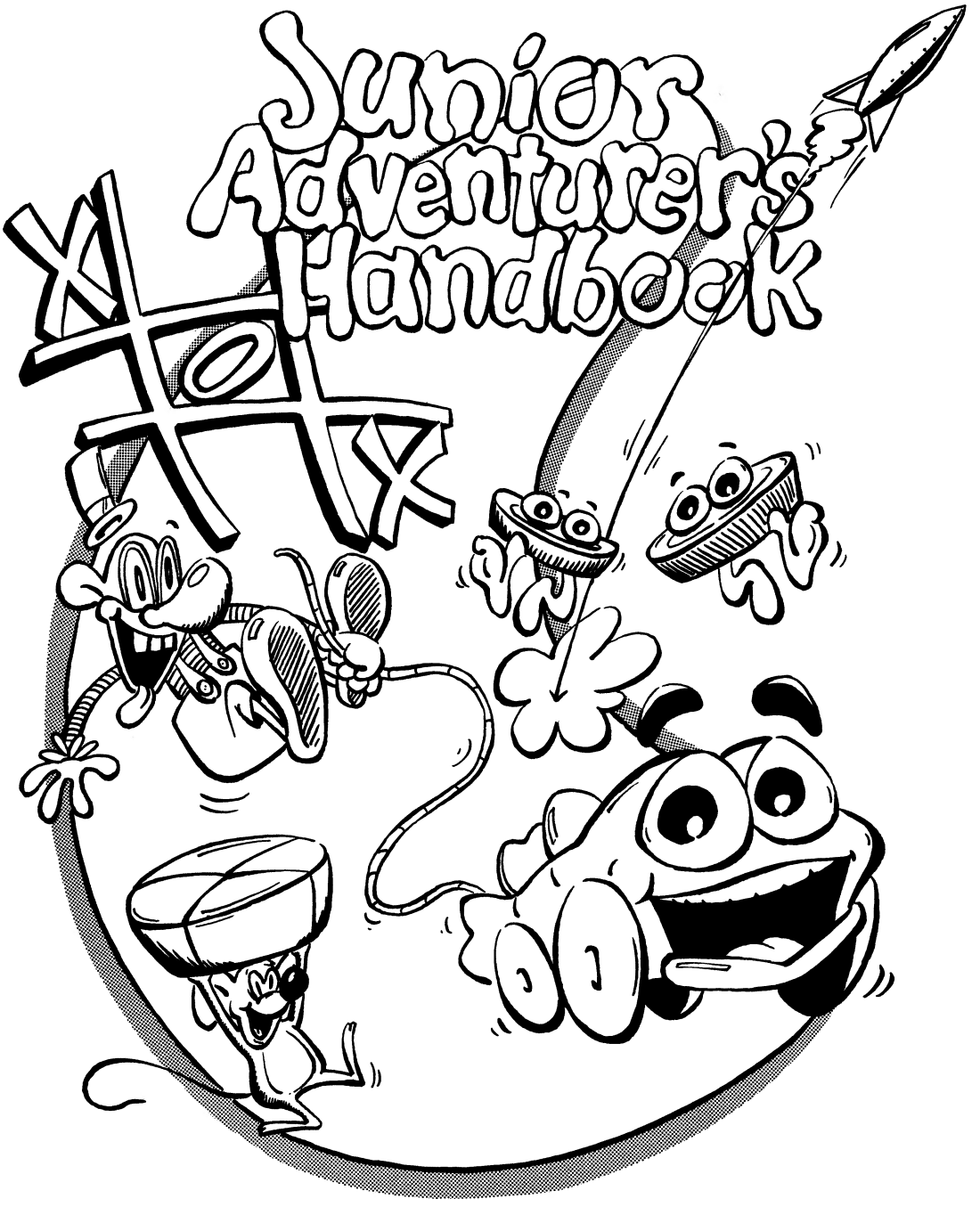
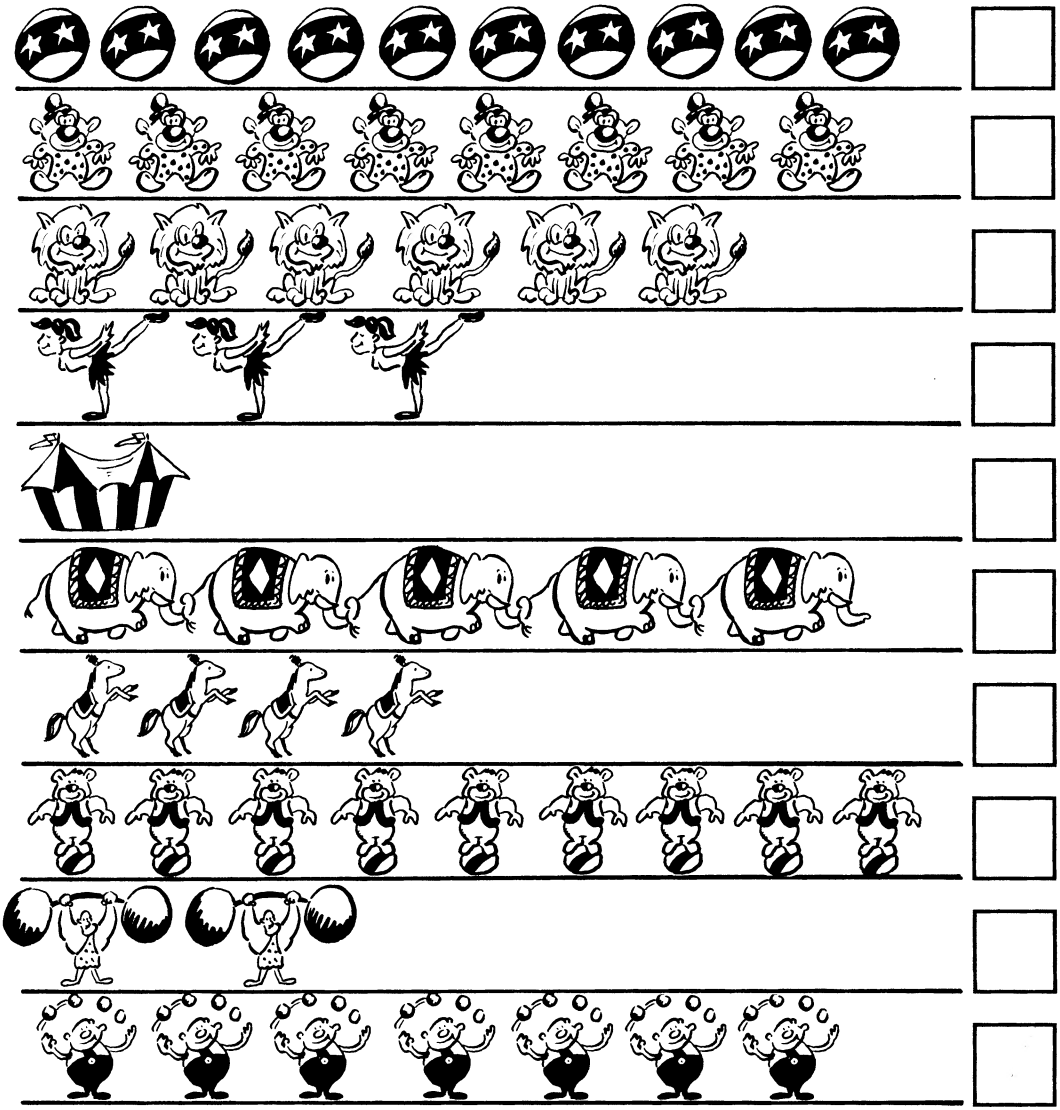
Junior Adventurer's Handbook



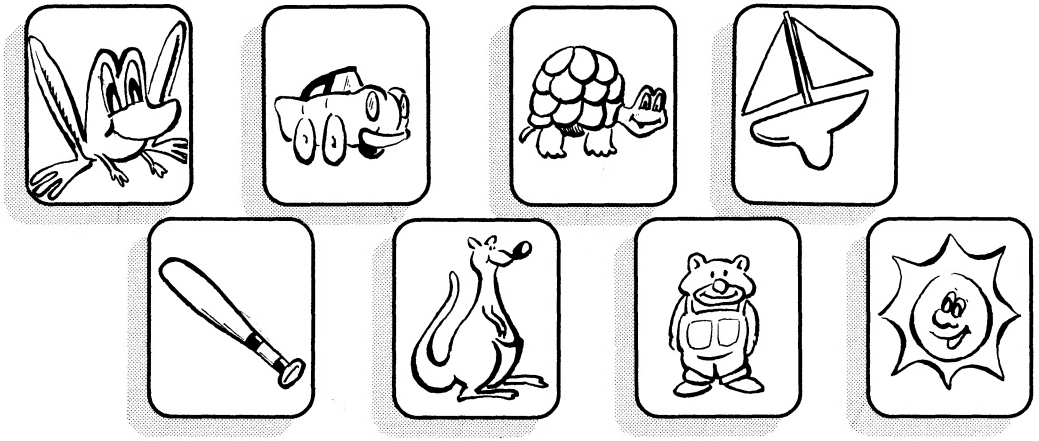

Junior
Adventurer's
Handbook

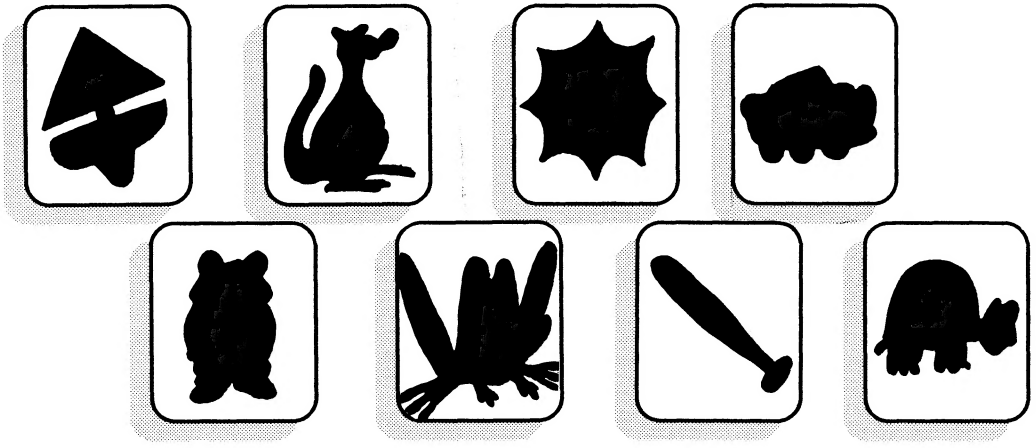
How Many?

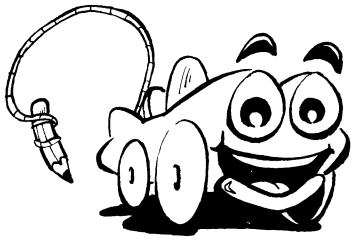
Count the objects in each row.
Write the answer in the square.



Draw a line to match each card to its shadow.



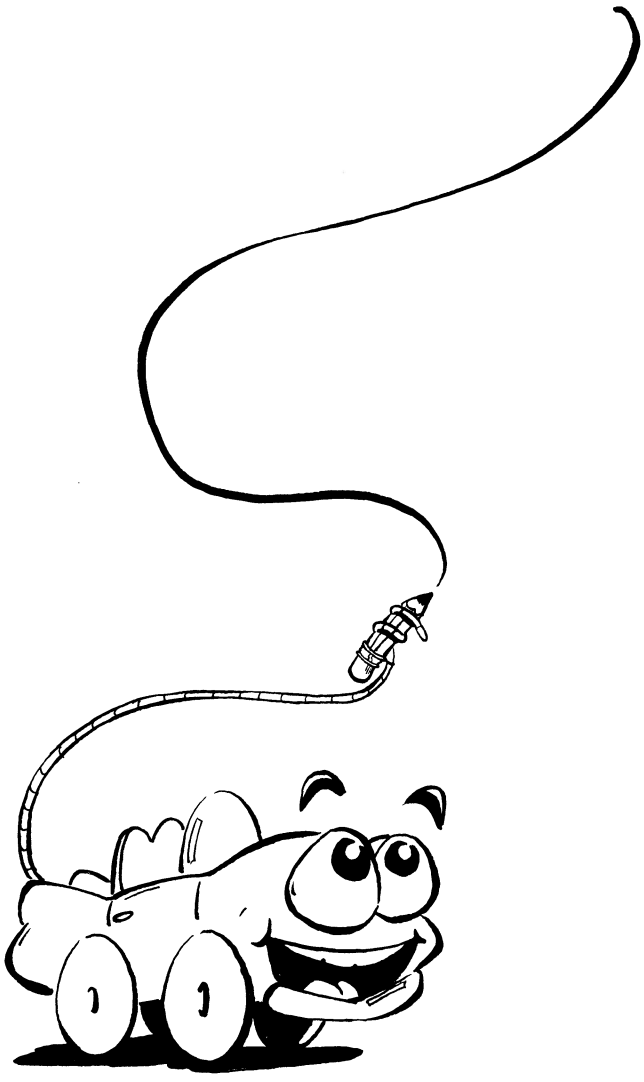


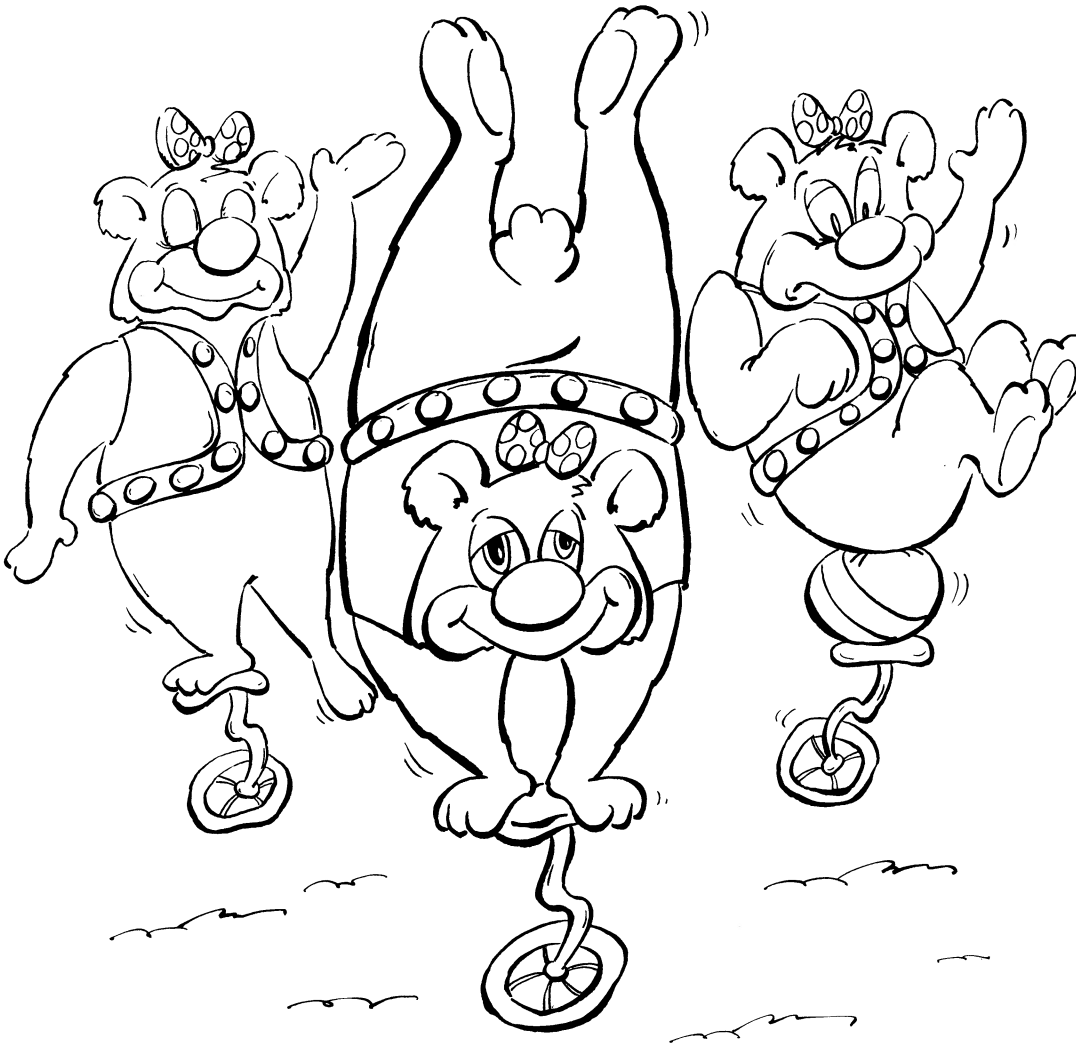


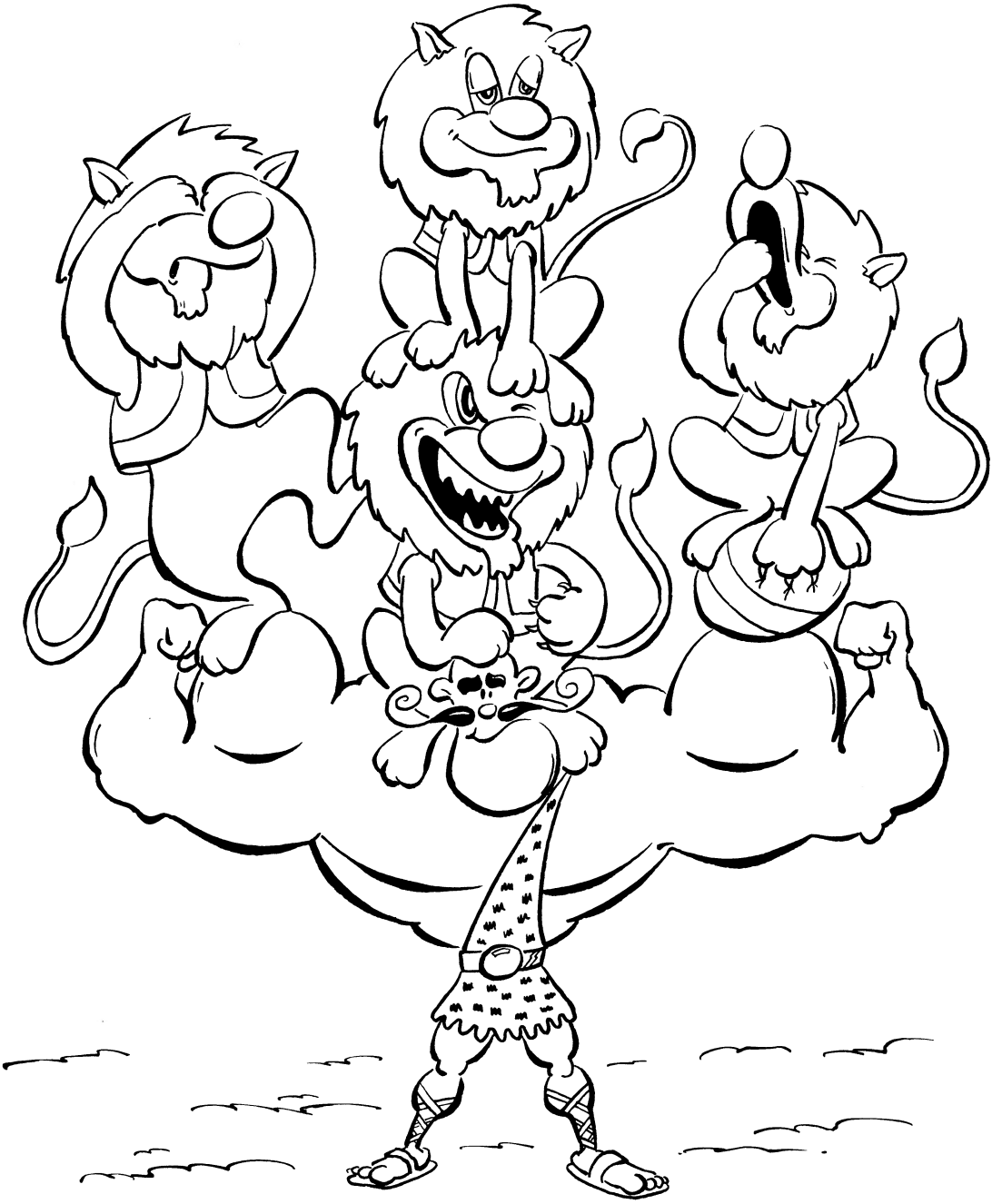
Play Tic-Tac-Toe with your family and friends!

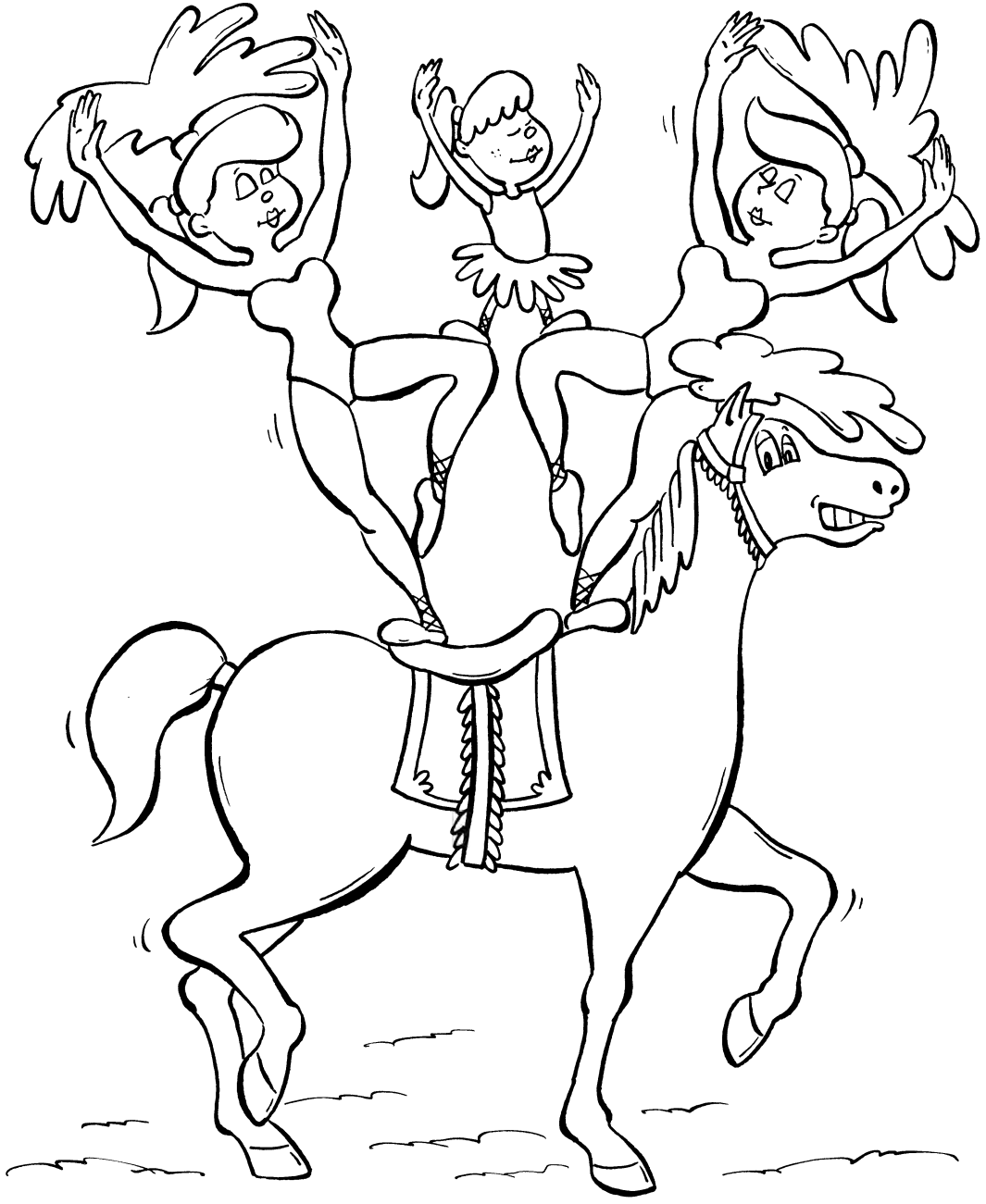
Complete the Picture!

Putt-Putt has drawn part of a picture.
Use your imagination to finish the picture
any way you like.









Write every other letter in the spaces below to find the answers to the riddles.

What animal carries its house on its back?

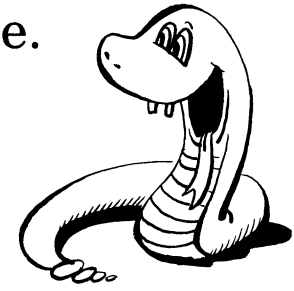
_ _ _ _ _ _ _ _ _

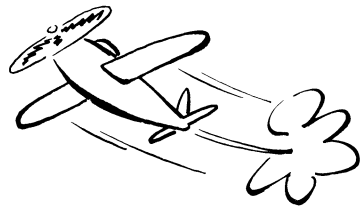
I sit in the grass. I love to hop. What am I?

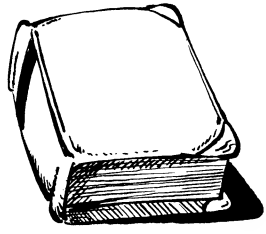
_ _ _ _ _ _ _ _ _ _ _ _ _

Connect each word
to the correct picture.

Dime
Match
School
Apple
Mouse
Book
Fire
Drum
Snake
Airplane

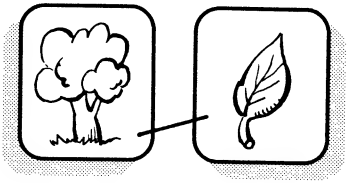


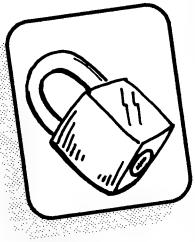


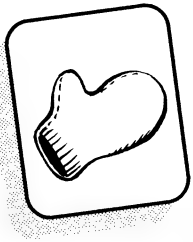


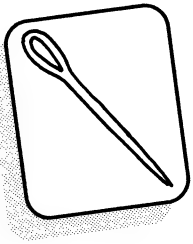
Draw a line to connect
the cards that go together.

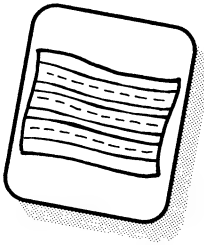
Example

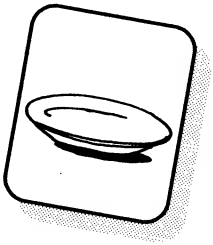


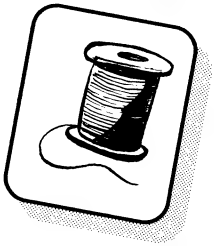


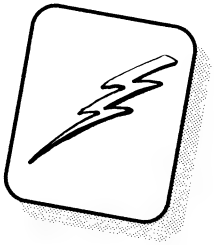


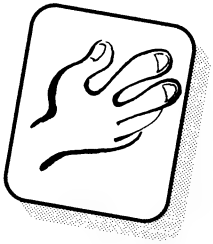


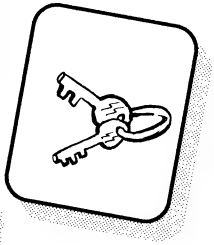


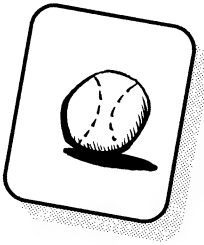












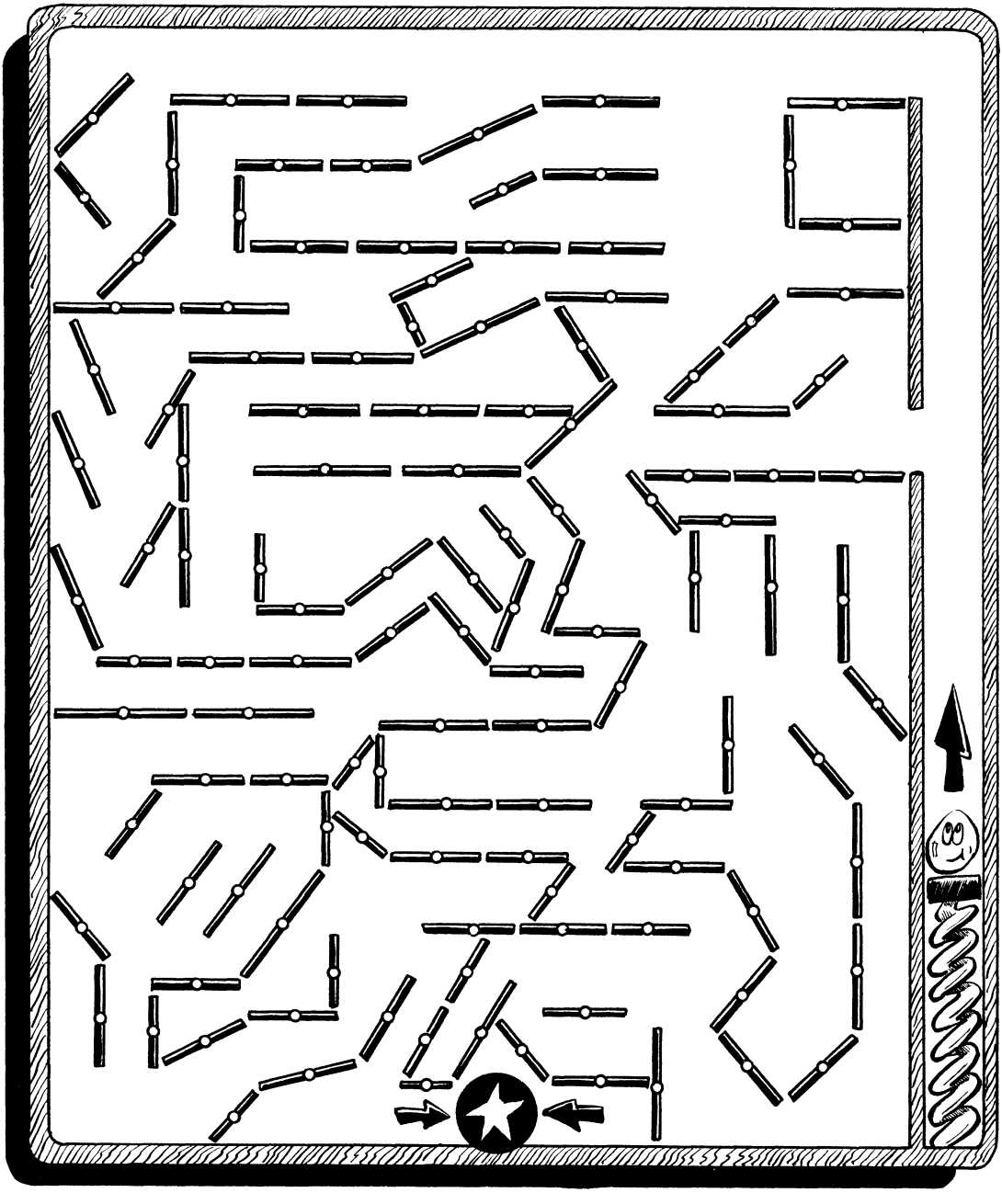
Word Search

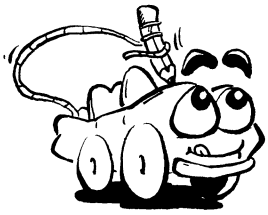
Find the words listed below. They can be in any direction. (↕ ↔ ↗)

GAME	STORE	NINE
BALL	SLOW	HOUSE
TREE	FIVE	CARROT
WASH	HILL	CORN

A	C	E	G	H	O	U	S	E	I	K
M	O	Q	T	U	I	W	A	S	H	C
W	G	A	M	E	N	L	X	T	Z	A
B	H	D	J	N	S	I	L	O	E	R
T	L	P	X	U	B	T	N	R	Q	R
M	R	S	Z	D	A	O	K	E	G	O
I	F	E	C	A	L	Y	V	U	S	T
R	P	N	E	S	L	O	W	L	J	H
F	I	V	E	F	D	C	O	R	N	B

Help the little lost pinball find his way home.





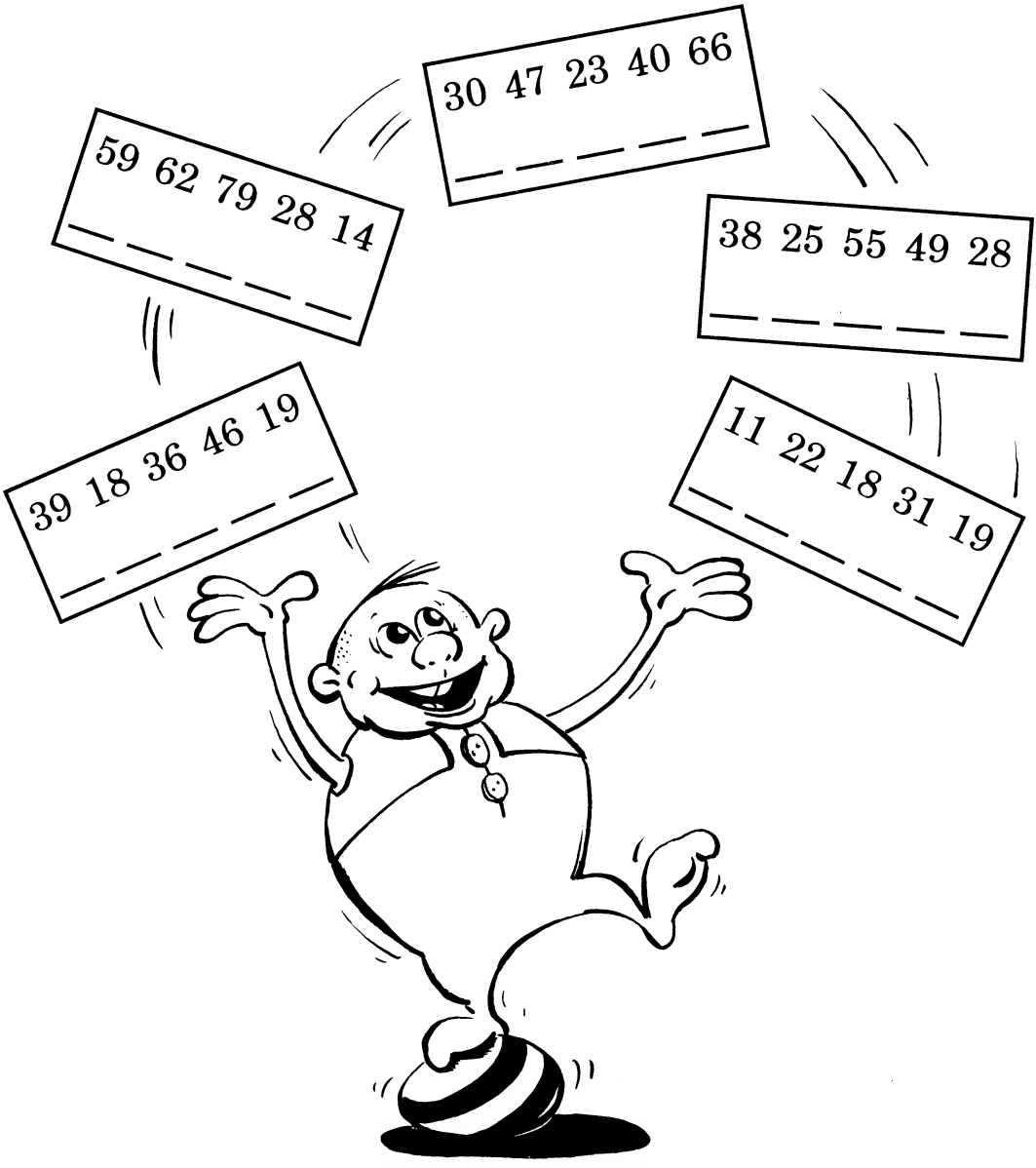
> Greater than >
< Less than <

For each set of numbers fill in the blank with < or >.

43 _____ 22	11 _____ 19
15 _____ 20	25 _____ 31
54 _____ 19	27 _____ 12
26 _____ 10	74 _____ 94
34 _____ 41	33 _____ 43
71 _____ 32	88 _____ 78
34 _____ 26	64 _____ 43
65 _____ 84	20 _____ 29

Juggling Numbers

Write each group of numbers in order from smallest to largest.



Addition Boxes

Add the numbers to find the sums.

+	5	4
1	6	
3		

+	3	6
6		
10		

+	1	3
5		
8		

+	4	2
8		
5		

+	2	5
2		
4		

+	2	7
7		
1		

+	6	1
10		
7		

+	1	9
9		
2		

+	7	1
3		
6		

+	10	2
4		
3		

+	8	10
1		
9		

+	9	8
2		
4		

A Secret Message

Putt-Putt has a message for you.
Look at the code. Figure out the message.

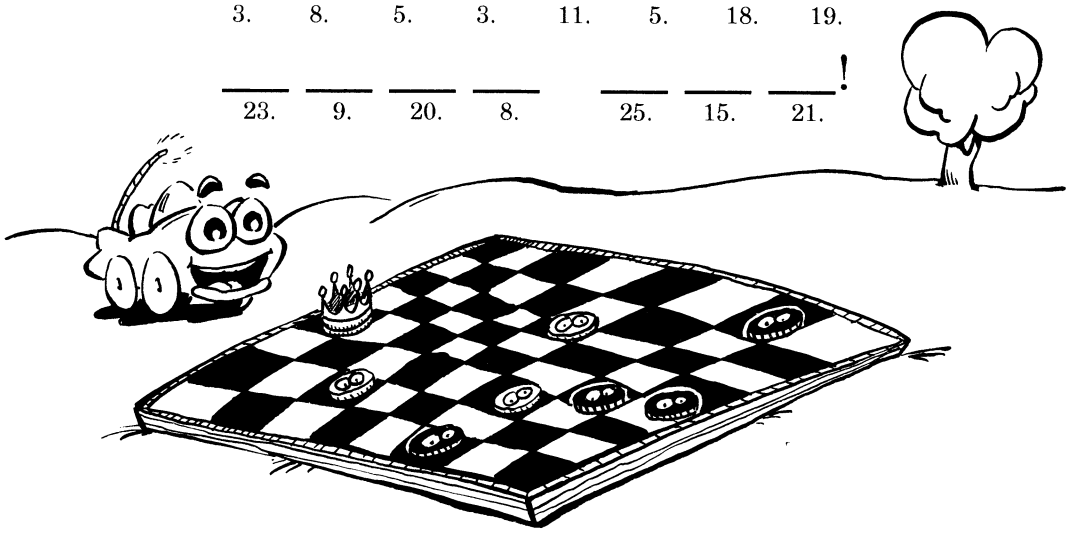
1=a	8=h	14=n	20=t
2=b	9=i	15=o	21=u
3=c	10=j	16=p	22=v
4=d	11=k	17=q	23=w
5=e	12=l	18=r	24=x
6=f	13=m	19=s	25=y
7=g			26=z

9.	12.	9.	11.	5.		16.	12.	1.	25.	9.	14.	7.

3.	8.	5.	3.	11.	5.	18.	19.

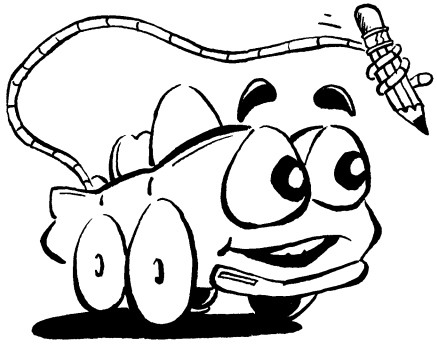
23.	9.	20.	8.		25.	15.	21.

!



Learning to Rhyme

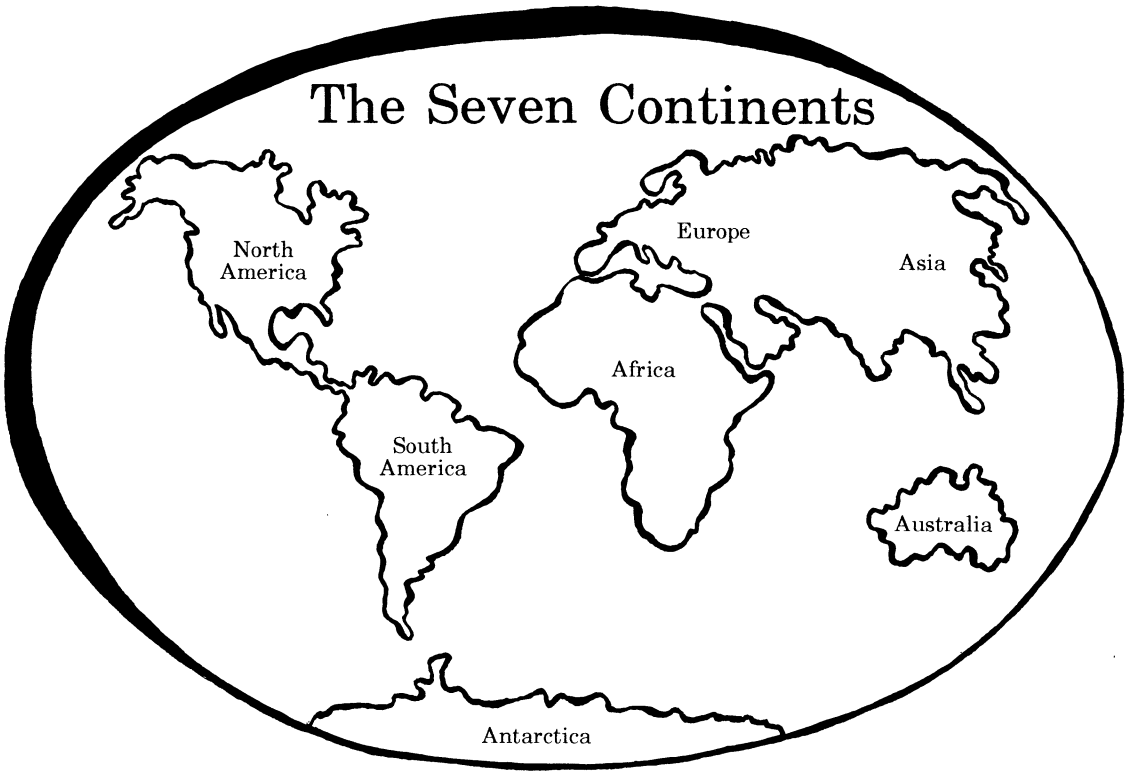
In each group, cross out the word that does not rhyme with the others.



sit
fit
~~dig~~
pit

bat	ring	fire	fix	goat
dog	king	wire	fine	bowl
cat	sang	hire	nine	coat
sat	wing	wore	mine	boat

sled	hen	come	car	seed
bed	men	camp	bag	read
red	bet	lamp	jar	seat
say	ten	stamp	bar	weed

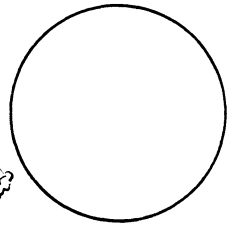


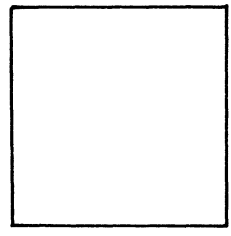
Find the names of the 7 continents in the puzzle.

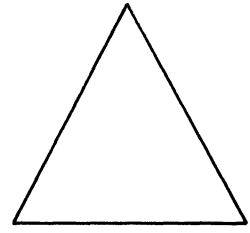
N	O	R	T	H	A	M	E	R	I	C	A	D	A	E
F	N	E	B	U	M	H	S	O	U	D	B	Y	N	U
E	A	N	T	A	R	C	T	I	C	A	P	S	T	A
U	W	O	B	A	U	S	T	R	A	L	I	A	C	F
R	D	R	E	S	F	J	Q	U	L	P	Z	T	A	R
O	G	O	V	I	H	R	A	F	R	X	L	P	X	I
P	I	M	Q	A	P	H	W	Q	C	A	S	L	D	C
E	T	P	S	O	U	T	H	A	M	E	R	I	C	A

Beginning Fractions

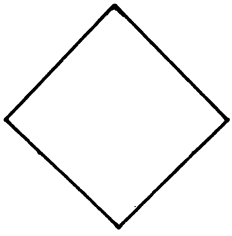
Cut these shapes into halves.

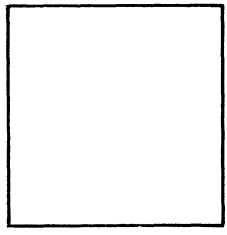


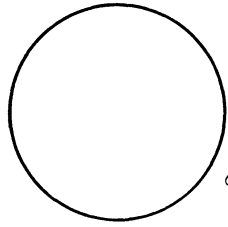


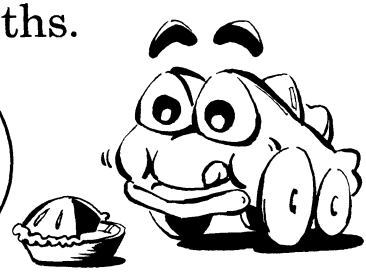


Cut these into fourths.

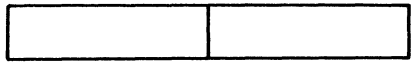


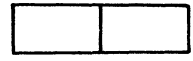


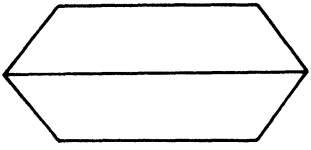


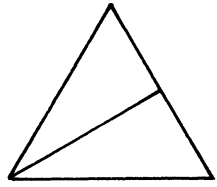


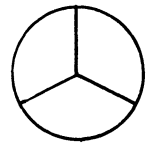
Circle the shapes that are cut in half.

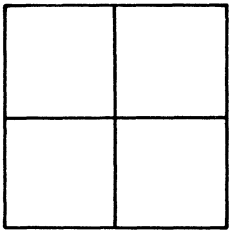


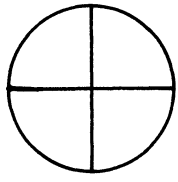


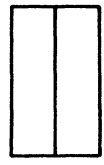


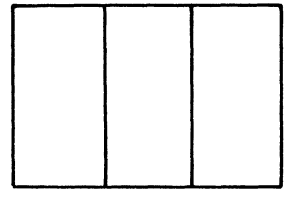








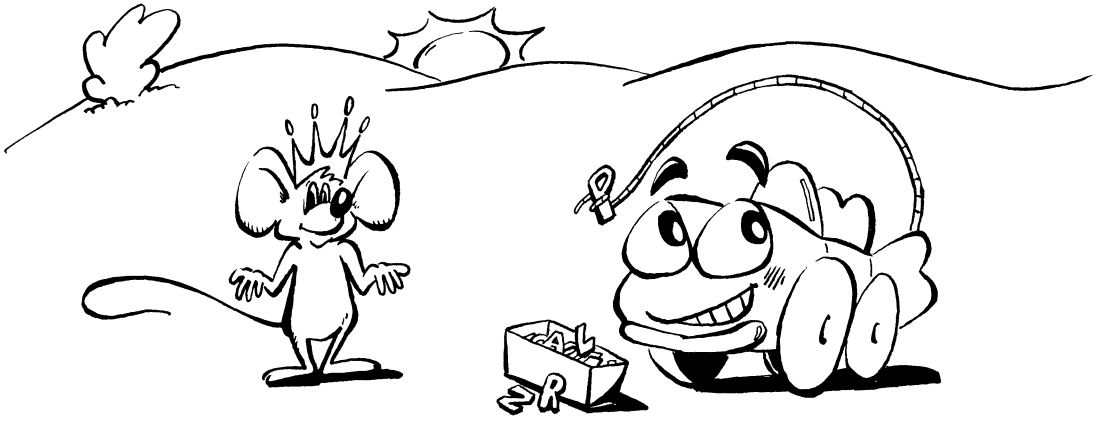




Scramble

Putt-Putt mixed up all the letters in the Cheese King's game. Unscramble each word. The first one is done for you.

1. sedk **desk**
2. zerab _____
3. eelantph _____
4. alewh _____
5. glaf _____
6. fokr _____
7. xis _____
8. ruttle _____
9. peclin _____
10. lerett _____
11. boollan _____
12. lgass _____
13. ckichen _____
14. terwa _____



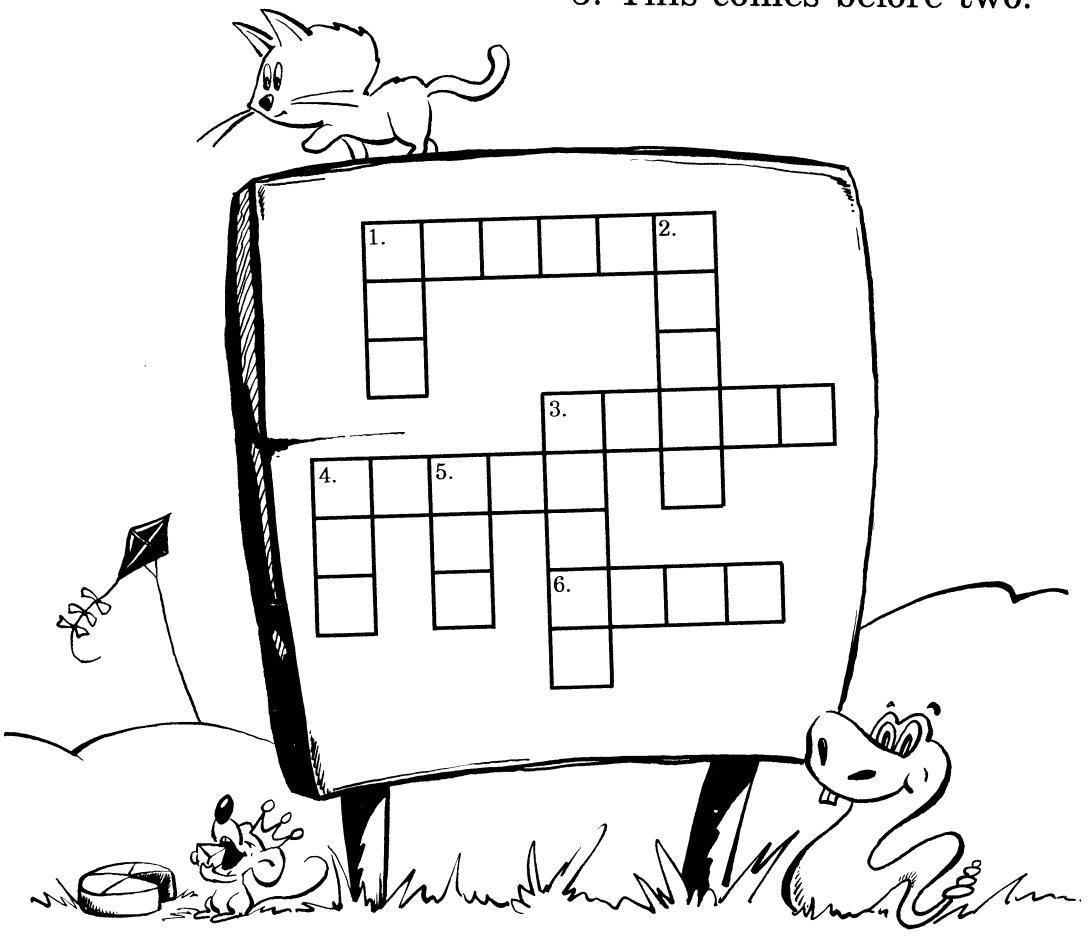
Crossword Fun

Across

1. Corn is this color.
3. You can buy things here.
4. A king wears this.
6. Kids like to fly this.

Down

1. Opposite of no.
2. Kids like to ride in this.
3. A reptile.
4. What a kitten is when it grows up.
5. This comes before two.



Word Shapes

Match each word to its shape.

popcorn

plum

cotton

apples

orange

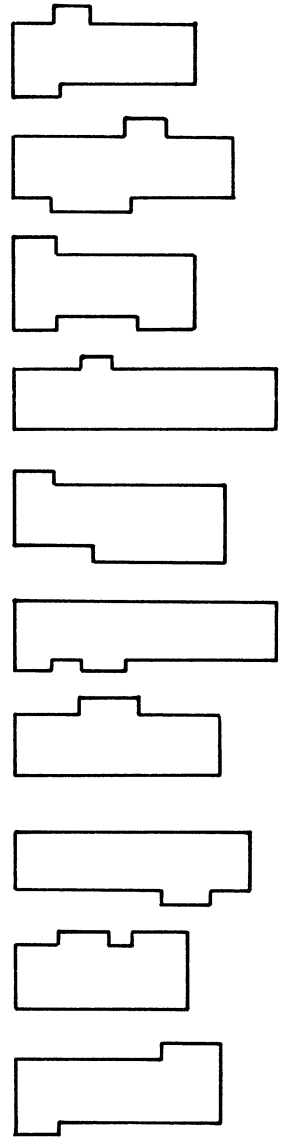
jump

stick

scissors

pencil

happy



Putt-Putt's Fun Pack™

Game Manual

Putt-Putt's Fun Pack contains six different games - Tic-Tac-Toe, Pinball, Checkers, Cheese King, Remember!, and Circus Puzzle Blocks. Most of the games allow you to set a difficulty level. Putt-Putt's Fun Pack was designed for children 3-8; the difficulty levels take this age range into account. (Parents may want to skip ahead to the Hardest level right away.) Lastly, although this manual refers to the player as "you", we assume you really bought this for your kids and will allow them to play, too. The rules for each game are described below.

Selecting A Game to Play

See your Reference Card for specific instructions on installing and starting the game. When the Fun Pack starts, you will see a title screen showing six icons which represent the 6 games you can play. Putt-Putt will invite you to pick a game. To select a game, click on the game's icon. Tic-Tac-Toe, Checkers, Cheese King, and Remember! also ask you to select a level of difficulty. Each level is described in the instructions below.

Exiting a Game

To leave a game, just click on the big yellow arrow. Putt-Putt will return you to the title screen. For instructions on exiting Putt-Putt's Fun Pack entirely, please see your Reference Card.

Tic-Tac-Toe

Ok, you know the rules for this one. You get the X's; Putt-Putt plays the O's. You take turns placing an X or O on the board. The first player to get three X's or O's in a row is the winner. If neither player does this, the game is a draw. You and Putt-Putt take turns going first.

Difficulty Levels

Easy - Putt-Putt plays in a completely random way. He knows the rules of the game, but doesn't know how to apply them. Great for 3 year olds!

Medium - Putt-Putt has a basic understanding of how to play, but he makes a lot of mistakes.

Hard - Putt-Putt knows how to win. He still makes mistakes, but not as many as he did at the Medium level.

Hardest - Putt-Putt knows the rules and the strategy. He's a really tough opponent at this level. Of course, there's always a chance that he'll make a mistake.

Pinball

This game allows children to build their own pinball machine and play to their hearts' content. To place pegs on the machine, just click on one of the holes on the backboard. This places a peg in the straight horizontal position. To change the peg's position, click on it again. This tips the peg to the right. Another click will tip it to the left. The next click will remove it. To shoot a ball, click on the plunger on the right side of the screen.

Tip to parents: After you've shown your child how to place pegs and shoot the ball, try to keep quiet. (As parents, ourselves, we know how difficult this can be.) Let your child explore getting the balls to do different things - follow a particular path, get trapped, etc. Even when

you know that the way she is setting the pegs won't give her the goal she is looking for, let her discover this for herself. If she can't figure out why it didn't work, offer some gentle assistance by asking her questions that will help her discover the answer on her own.

Checkers

Putt-Putt plays red; you play blue. Checkers are moved forward diagonally one square at a time. To move a checker, first click on him. The checker will stand up. The squares to which the checker may move will flash blue as you move the cursor over them. Click on the square you wish to move the checker to, and he will walk there and sit down. If you have selected a checker to move and change your mind, click on him again and he will sit back down.

To capture Putt-Putt's checker, you must jump it. If you have captured a checker, and are now on a square from which you can jump over another piece, your checker will remain standing after completing his jump. He will occasionally tap his foot impatiently until you see the move. If you haven't seen it in about 45 seconds, he gives up and sits down. Play then passes to Putt-Putt. In double or triple jumping, you can change diagonal direction (left or right), but must always move forward. Note: In traditional Checkers, a player must jump if such a move is available. As this version is for children, we have suspended this rule.

When your checker arrives at the far end of the board, he will be kinged. A king operates just like a single checker, except that he may move forward or backward. In the case of a double or triple jump, he can even move forward and backward in the same turn! When a checker is crowned, his turn ends.

Play continues until one player's checkers are gone, or a player can't move.

Difficulty Levels

Easy - Putt-Putt knows how to move, but that's it. His moves are completely random.
Medium - Putt-Putt's improving, but he never sees those double jumps.
Hard - Putt-Putt's getting good now. He catches some of those double (and triple) jumps.
Hardest - Putt-Putt's at his best. The odds of him making a "not so smart" move are low.

Cheese King

This is played like “Hangman”, except that instead of drawing a hanging body, the Cheese King comes out to reclaim a piece of his cheese. When the cheese is gone, you have one guess left. You can select a letter by clicking on it in the display at the top of the screen, or by pressing it on the keyboard. If you'd like your child to become more familiar with the keyboard, you may want to encourage him to play this way. Note that because of the keyboard usage in this game, you cannot turn the text or music on or off while playing Cheese King.

Difficulty Levels

Easy - Only the first letter of the word is missing. This level is good for children just learning to recognize their ABC's.
Medium - These are beginning reader words. All of the words are phonetically correct. There are no blends.
Hard - The words are still geared toward the early reader, but this level includes some blends and silent 'e' words.
Hardest - These words are a bit tougher, but you won't find anything like “dimethyl chloride”.

Remember!

This is Putt-Putt's version of the classic card game, "Concentration". The object of the game is to match all the cards into pairs. The cards are face down. Click on a card to turn it over, then click on another card. When the cards match, they will stay face-up. If they don't match, they will flip face-down again. This is a solo game - Putt-Putt's there to offer support and encouragement.

Difficulty Levels
Easy - There are 8 cards in the game.
Medium - There are 16 cards in the game.
Hard - There are 24 cards in the game.
Hardest - There are 32 cards in the game.

Circus Puzzle Blocks

The puzzle blocks can be rotated to form six different circus scenes. To rotate a block, just click on it. These puzzles were designed to fit together in strange ways - the top half of the bear's body may line up perfectly with the lower half of the red juggler's body. This can lead to some hilarious pictures - have fun with it. When the puzzle pieces are correctly placed, a horn section blasts its congratulations. In case you're stumped, correct solutions to the puzzle can be found in this Handbook as coloring pages. To mix the pieces up, just click on the circle of arrows in the lower left corner.

A Note about the Junior Adventurer's Handbook

We designed this handbook to include activities for children ages 3 thru 8. Some pages are too difficult for 3 year olds, while others are very simple for 8 year olds. As a general guideline, we've tried to place the easiest pages towards the beginning and the most complex ones at the end. Have fun with the Junior Adventurer's Handbook, and if you sign up for the Junior Adventurer's Club, we'll make sure your child receives even more fun stuff.

If you have more than one child, you can order extra copies of the Handbook and pencil. Send $2.50 (U.S. currency only) for each additional Handbook/Pencil set to the Product Support address shown below.

Product Support

If you have questions about Putt-Putt's Fun Pack, we can help. You can call us at (206) 485-1212, Monday through Friday between 9:00 a.m. and 5:30 p.m., Pacific Time, or write to:

Humongous Entertainment
13110 NE 177th Pl., #180
Woodinville, WA 98072-9965

Credits

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Voice and SFX Editing: D. C. Timoney
Art and Animation: Augie Pagan and Brad Carlton
Lead Tester: Kristina Sontag
Testing: John Darcy, James Watson, Beau Folsom, Paul Rybicki
System Programming: Ron Gilbert, Brad P. Taylor, Aric Wilmunder
Producer: Ron Gilbert
Audio Director: Laurie Bauman
Music: Tom McMail
Junior Adventurer's Handbook: Brad Carlton and Shelley Day
Package Design and Illustration: Derek McCaughan
Featuring Jason Ellefson as the voice of Putt-Putt
Putt-Putt character created by Shelley Day (with a little help from Travis)

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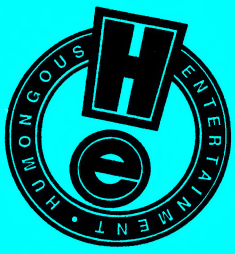

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